

# Tristan Kuhn

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Email: [tristanjkuhn007@gmail.com](mailto:tristanjkuhn007@gmail.com)

Location: South Africa

Age: 18

## Professional Summary

Innovative and self-driven software developer with strong expertise in low-level systems programming, full-stack web development, and rapid prototyping. Skilled in C, Python, and JavaScript ecosystems, with experience developing operating systems, web applications, and network protocols. Passionate about building robust and scalable solutions with a focus on performance, privacy, and open-source contribution.

## Key Projects

- [AthenX-3.0](#) – Custom Operating System written in C.
- [Kickstart](#) – Rapid C project scaffolding CLI tool.
- [Tow-Truck](#) – Remote Desktop and Control system in Python.
- [The Greater Internet Project](#) – Encrypted, distributed networking protocol suite (Python).
- [AthenX-2.0](#) – Early stage OS using C/C++/ASM.
- [Text Game Engine](#) – A modular Python engine for building interactive text games.

## Technical Skills

- Languages: C, Python, JavaScript, C++, C#, Assembly, Java
- Web: HTML5, CSS3, FastAPI, Flask, React, Expo, npm
- Tools & Platforms: Git, Linux, WSL, Visual Studio Code, QEMU, VMware
- Databases: SQLite
- Electronics & Simulators: KiCad, Logisim
- OS & Systems Development: Bare-metal C, GNU ASM

## Education

## Cambridge International Examinations

- IGCSE Computer Science (94%)
- IGCSE Maths, Physics, English, German
- AS-Level: Computer Science, Mathematics, English, Physics, Chemistry
- A-Level: Mathematics, Physics, Computer Science

## Achievements

- Advanced to Round 2 of the South African Programming Olympiad (2021, 2022)
- Developed and maintained multiple personal OS and protocol projects
- Fully self-taught in C, assembly, systems architecture, and network security

## Hobbies & Interests

- Programming complex systems and embedded tools
- Exploring cryptography, privacy tech, and secure protocols
- Mathematics and theoretical physics
- Game design and low-level graphics programming